

After an agency has filed a Notice of Proposed Rulemaking with the Secretary of State's Office for *Register* publication and filing and the agency decides that prepare a Notice of Supplemental Proposed Rulemaking for submission to the Office. The Secretary of State shall publish the Notice under the Administrative Procedure Act (A.R.S. § 411001 et seq.) publication of the Notice of Supplemental Proposed Rulemaking in the *Register* before holding any oral proceedings (A.R.S. § 411022).

TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING

PREAMBLE

- April 18, 1997

Notices of Supplemental Proposed Rulemaking

Fax: (602) 921-4488

10. The time, place and nature of the proceedings for the adoption, amendment, or repeal of the rule or, if no proceeding is scheduled, where, when and how persons may request an oral proceeding on the proposed rule:

Date: May 19, 1997

Time: 10:00 a.m.

Location: Arizona State Lottery Commission
4740 East University Drive
Phoenix, Arizona

Nature: Oral proceeding to discuss the proposed change to these rules.

11. Any other matters prescribed by statute that are applicable to the specific agency or to any specific rule or class of rules:
Close of the record for written and verbal comments is at the close of the open meeting on Monday May 19, 1997.

12. Incorporations by reference and their location in the rules:
None.

13. The full text of the changes follows:

TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING

CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION

ARTICLE 4. ON-LINE LOTTERY GAMES

Section

R19-3-402. "Arizona Bingo"

ARTICLE 4. ON-LINE LOTTERY GAMES

R19-3-402. "Arizona Bingo"

A. Definitions.

1. "Arizona Bingo" means an on-line game in which 24 play symbols of a 75 play symbol matrix are selected as a game card.
2. "Drawing" means the process used to randomly select winning play symbols from the defined game matrix.
3. "Game card" means the area on the ticket which contains the grid in which 24 randomly selected play symbols are printed. There may be more than 1 game card on a ticket.
4. "Game Profile" means the written document that includes non-confidential game information including, but not limited to, the game prize structure, winning game play style or styles, and special game features.
45. "Multiple winners" means a situation in which more than 1 claimant redeems the same predetermined prize amount an individual share.
6. "On-line game" means a game that is played by entering a player's game play or plays into a lottery-authorized terminal to produce a ticket. The game play or plays on the ticket are compared to winning numbers selected during the drawing process to determine if a ticket holder is entitled to a prize or prizes.
57. "Play symbols" means the numbers, letters, or characters printed on each game card of a ticket that determine if a player is entitled to a prize.
8. "Terminal" means a device which is authorized by the Lottery to function in an on-line, interactive mode with the Lottery's computer system. The terminal is functional for the purpose of issuing Lottery tickets and entering, receiving, and processing Lottery transactions. These transactions include producing and voiding ticket purchases, validating winning tickets, and transmitting reports.

69. "Ticket" means paper stock issued from a terminal by a licensed Lottery agent bearing 1 or more game cards.

10. "Winning play symbols" means the numbers from the defined game matrix randomly selected at each drawing which determine winning game plays contained on a ticket.

B. Game Profile

1. The Commission shall approve the individual game profile prior to the game being introduced to the public for sale.
2. At a minimum, the Game Profile for each game shall contain the following information:
 - a. Game name;
 - b. Prize structure, including the approximate odds and amount of prizes available, and the prize pool percentage;
 - c. Winning Play styles;
 - d. Special feature, if any;
 - e. Retail sales price.

BC. Ticket Purchase and Characteristics

1. To play the on-line "Arizona Bingo" game, a player shall indicate the following by verbally communicating to the retailer:
 - a. The number of tickets the player wishes to purchase, and
 - b. The number of advance plays, if applicable.
2. A unique serial number shall be printed on the front of the ticket that shall will distinguish it from every other ticket.
3. A retailer shall issue, from an authorized Lottery terminal, a ticket containing 1 or more game play areas ("game cards") as specified in the Game Profile, each of which shall contain 24 randomly selected play symbols from a matrix of 75 play symbols and a "FREE" play symbol.
 - a. The 24 randomly selected play symbols shall be printed on each of the play cards forming a grid of 5 rows and 5 columns.
 - b. The 3rd play symbol in the 3rd column shall be the symbol "FREE".
4. On-line "Arizona Bingo" tickets may not be voided or canceled.

D. Drawing

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1. The drawings shall be held at the times and places established by the Director and subsequently announced to the public.
2. The objective of the "Arizona Bingo" drawing is to select the 24 random winning play symbols with the aid of computerized drawing equipment.

CE. Game Play Style and Determination of a Winning Ticket Game Card

1. A player shall win the prize or prizes indicated in the Game Profile by matching the winning play symbols selected at the drawing in the play area to the play symbols that appear in 1 of or more of the following patterns on each game card as indicated in the Game Profile:
 - a. Five consecutive play symbols, including the "FREE" play symbol, if appropriate, in any horizontal, vertical, or diagonal line as illustrated in Exhibit "1"; or
 - b. Play symbols in all 4 corners as illustrated in Exhibit "2"; or,
 - c. All 5 consecutive play symbols in the top row, the bottom row, and the 1st and 5th columns forming an outer frame pattern as illustrated in Exhibit "3"; or
 - d. The 2nd, 3rd, and 4th play symbols in the 2nd row and in the 4th row and the 2nd, 3rd, and 4th play symbols in the 2nd column and the 4th column, forming an inner frame pattern as illustrated in Exhibit "4"; or
 - e. The 1st, 2nd, 4th, and 5th play symbols in the 1st, 2nd, 4th, and 5th rows, forming a box pattern in each of the 4 corners as illustrated in Exhibit "5", or
 - f. The 3rd play symbol in the 1st and 5th rows, the 2nd and 4th play symbols in the 2nd and 4th rows, and the 3rd play symbol in the 1st and 5th columns 1st and 5th play symbols in the 3rd row, forming a diamond pattern as illustrated in Exhibit "6", or
 - g. The 3rd, 4th, and 5th play symbols in the 1st and 5th columns, the 2nd and 4th 3rd play symbols in the 2nd and 4th columns, the 1st and 4th play symbols in the 3rd column, and the "FREE" play symbol forming an "A" pattern as illustrated in Exhibit "7", or
 - h. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st and 5th rows, and the 1st play symbols in the 2nd, 3rd, and 4th rows, forming a "C" pattern as illustrated in Exhibit "8", or
 - i. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st column, and the 2nd, 3rd, 4th, and 5th play symbols in the 5th row, forming an "L" pattern as illustrated in Exhibit "9", or
 - j. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st and 5th columns, and the 3rd play symbol in the 2nd and 4th columns, and the "FREE" play symbol, forming an "H" pattern as illustrated in Exhibit "10", or
 - k. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st row, and the 2nd play symbol in the 3rd column, the "FREE" play symbol, and the 4th and 5th play symbols in the 3rd column, forming a "T" pattern as illustrated in Exhibit "11", or
 - l. Five consecutive play symbols in both diagonals forming an "X" pattern as illustrated in Exhibit "12", or
 - m. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st row and 5th row, the 2nd play symbol in the 4th column row, the "FREE" play symbol, and the 4th

- play symbol in the 2nd column row, forming a "Z" pattern as illustrated in Exhibit "13", or
- n. The 1st, 2nd, 3rd, 4th, and 5th play symbols in the 1st row, the 2nd 4th play symbol in the 4th column 2nd row, the "FREE" play symbol, the 4th 2nd play symbol in the 2nd column 4th row, and the 5th 1st play symbol in the 1st column 5th row, forming a "7" pattern as illustrated in Exhibit "14", or
- o. All of the play symbols in the 1st, 2nd, 3rd, 4th, and 5th rows, and including the "FREE" play symbol, creating a "blackout" as illustrated in Exhibit "15".

2. Players can win on each game card on a ticket.
3. There may be multiple winning patterns on a single game card matching 5 consecutive play symbols, including the "FREE" play symbol if appropriate, in any horizontal, vertical, or diagonal line as illustrated in Exhibit "1."
4. In the event multiple winning patterns occur on a single game card as described in subsections (E)(1)(b) through (E)(1)(o), only the highest established prize value shall be paid on each game card.

DE. Ticket Ownership and Responsibility; Prize Payment

1. Until a ticket is signed, the ticket is owned by its physical possessor.
2. When signed, the claimant whose signature appears on the ticket is entitled to the corresponding prize.
3. If more than 1 signature appears on the ticket, the Director is authorized to require that 1 or more of those claimants be designated to receive payment.
4. A claim form shall be submitted by each claimant who is designated by the Director to receive a portion of the prize claimed from the winning ticket.
5. Prior to payment of a prize, a claimant who has signed the ticket may designate another claimant to receive the prize by signing a relinquishment of claim statement.
6. Prizes shall be paid by cash or check, according to the provisions in subsection (K I) of this rule.
7. All prize levels except the jackpot are fixed amounts to be and are specified in the Game Profile. Each game card winning any prize except the jackpot entitles the winner to the prize amount specified in the Game Profile.
8. Each jackpot prize winner shall be paid an equal portion of the jackpot prize amount. The jackpot prize amount shall be determined by the number of tickets purchased, the number and amounts of lower prizes won, and whether the jackpot amount was won in previous drawings.
9. No more than the highest established prize value(s) shall be paid on each card.
10. Prizes shall be paid by cash or check, according to the provisions in subsection (G) of this rule.
11. The Lottery is not responsible for lost or stolen tickets.

EG. Ticket Validation Requirements

1. To be a ticket eligible to receive a prize, all of the following requirements shall be satisfied:
 - a. The ticket is:
 - i. Issued by the Lottery through a retailer, from a terminal, in an authorized manner.;
 - ii. Intact and is not mutilated or tampered with in any manner.;
 - iii. Not defectively printed or produced in error.;
 - iv. Not counterfeit, stolen, or voided.;
 - v. Able to pass all other security requirements determined by the Director.;
 - vi. Validated in accordance with the provisions of subsections (CE) and (DI).
 - b. The ticket data is:

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- i. Recorded in the on-line contractor's central computer system prior to the drawing.
- ii. In agreement with the computer record.
- iii. In the Lottery's official file of winning tickets, and has not been previously paid.
- c. Any winning game play on the ticket is separately lettered or numbered and consists of a selected set of numbers from the defined game matrix.
2. If a ticket fails to pass any of the requirements in subsection (G)(1), the ticket is void and ineligible for any prize payment.

EH. Disputes Concerning a Ticket

1. If a dispute between the Lottery and a claimant occurs concerning a ticket, the Director is authorized to replace the disputed ticket with a ticket of equivalent sales price from any subsequent drawing of the same game.
2. Replacement of the disputed ticket is the sole and exclusive remedy for a claimant.

EJ. Procedure for Claiming Prizes

1. To claim a prize of up to and including \$599.00, the claimant shall present the signed ticket to any participating on-line retailer. The retailer shall pay the claimant provided that:
 - a. All of the ticket validation criteria in subsection (EG) have been satisfied; and
 - b. A proper validation ticket, which is an authorization to pay, has been issued by the terminal.
2. To claim a prize that the retailer does not validate or is not authorized to pay, including all prizes \$600.00 or more, the claimant shall submit a claim form, available from any retailer, and the ticket to the Lottery.
3. If the claim is:
 - a. Validated by the Lottery, a check shall be forwarded to the claimant.
 - b. Denied by the Lottery, the claimant shall be notified within 15 days from the day the claim is received in the Lottery office.

HJ. The definitions and provisions of R19-3-401, except for those contained in subsections (H), (I), (J), and (K), do not apply to the on-line "BINGO Arizona Bingo" play style.

Exhibit "1": Any Horizontal, Vertical, or Diagonal Line

B	I	N	G	O
		Free		

Exhibit "2": Four Corners

B	I	N	G	O
		Free		

Exhibit "3": Outer Frame

B	I	N	G	O
		Free		

Exhibit "4": Inner Frame

B	I	N	G	O
		Free		

Exhibit "5": Four Corner Box Patterns

B	I	N	G	O
		Free		

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Exhibit "6": Diamond Pattern

B	I	N	G	O
		Free		

Exhibit "10": "H" Pattern

B	I	N	G	O
		Free		

Exhibit "7": "A" Pattern

B	I	N	G	O
		Free		

Exhibit "11": "T" Pattern

B	I	N	G	O
		Free		

Exhibit "8": "C" Pattern

B	I	N	G	O
		Free		

Exhibit "12": "X" Pattern

B	I	N	G	O
		Free		

Exhibit "9": "L" Pattern

B	I	N	G	O
		Free		

Exhibit "13": "Z" Pattern

B	I	N	G	O
		Free		

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Exhibit "14": "7" Pattern

B	I	N	G	O
		Free		

Exhibit "15": "Blackout"

B	I	N	G	O
		Free		